
Title: Chronicles: Shards Galore... Werent they destroyed?

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The explanation of the shards creation has several inconsistencies with the Ultima storyline. First, Mondain was killed by the Stranger, who was not yet the Avatar.

The opening movie shows the Stranger as wearing an Ankh, but the concept of virtues and spirituality would not be established until Ultima IV.

The Stranger was said to have destroyed ALL but 3 Shards, later used by The Shadowlords. Where did all these other shards come from?

The Stranger appears roughly the same as in Ultima IX. In the early games, the hero could be a different race, sex, or (starting with VI,) appearance than the blonde male depicted as the Avatar. The Avatar was not used as actually being the Stranger until around Ultima VI and Ultima VII.

Sosaria consisted of 4 lands, and didn't resemble Britannia until after the gem was shattered. They were: Lord British's Realm, The Lands of Danger and Despair, The Lands of the Dark

Unknown and The Lands
of the Feudal Lords.

Unless Britannian land was
created the moment the
gem was shattered, each
shard should mirror the
appearance of Sosaria.

The time period in which
the Ultima Online series
takes place seems to
indicate a future version
of Ultima VII, due to
cities, dungeons, bestiary,
and friendly relation with
gargoyles. If time evolved
the same as it would
have from Ultima I to
Ultima VII, these events
would have occurred:

- * No threat from Minax,
Exodus, or Shadowlords.

- * Little influence from
the Virtues (shrines exist,
but aren't heeded).

- * A possible discovery
and peacemaking with the
Gargoyles.

- * No earthquakes caused
from Exodus, the Isle of
the Avatar, Isle of Fire,
causing many land masses
to not appear.

- * No attack from The
Guardian, stopping the big
changes in Ultima IX.

- * No discovery of Old
Sosaria, Serpent Isle,
Ambrosia, or the Time of
Legends. Or most of the
Stygian Abyss,
Mars, Eodon, or worlds in
Ultima Underworld II.

- * No knowledge of the
Avatar whatsoever. If
asked, NPCs will respond
"I never heard of this
'tar' person". There are
several books in Ultima
Online that explain the
Time Lord visiting each
shard's version of Lord
British. The Time Lord,
from the main series, is
aware of the existence
of shards as alternate
versions of Britannia
is not in the main series.
Expansions add to shard

evolution, but ignore Ultima. New lands are said to have "always been there". this is not consistent with a perfect mirrored Britannia.

* UO: The Second Age: The Lost Lands are inhabited by strange creatures that didn't exist in Ultima. Also, Ophidian culture does not exist and they are portrayed as savages.

* Ultima Online: Lord Blackthorn's Revenge: Blackthorn's cybernetic look does not fit with the low level of tech in Britannia. The exception is in Ultima I, where Exodus had some sci-fi elements.

* Ultima Online: Age of Shadows: Malas is brought in but no such land mass has existed previously in Britannia. The land mass is polar, suggesting it was formed from ice over time.

* Ultima Online: Samurai Empire: The Tokuno Isles are explained as always existing in Britannia, but "hidden" until now. This is not consistent with the Ultima series. Or the concept of mirror shards. Other inconsistencies are references to Earth, such as "French Bread" or Katana, or names of characters and places. There has been mention of characters coming from other worlds, past Ultimas as well. So are these places now Shards? It seems Origin is a "Head Shard" and the rest mirrored from its events. In the trial with Ricardo, the trial occurred ONLY in Origin,